GAME BOY ADVANCE

GAME BOY ADVANCE®

AGB-ALFE-USA

DRAGONBALL Z

THE LEGACY OF GOKU II

ATARI

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠️ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠️ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.
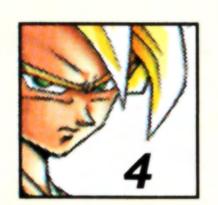
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PROLOGUE

Several years into the future, the prospects for Earth look grim as two androids with unsurpassed power have wreaked havoc upon civilization. Gohan®, son of Goku®, is now a grown man and training the young Trunks® to assist in the battle against the androids. However, even Gohan's formidable strength is not enough to overcome these foes.

In the present day, it has been a year since Goku defeated Frieza® on the planet Namek, a confrontation that marked the end of *The Legacy of Goku* game. As Goku's friends and family eagerly await word of his whereabouts, they are confronted suddenly by a restored Frieza® and his father, King Cold™. Without Goku®, chances of defeating the two vengeful villains are slim.

Only the unexpected arrival of a mysterious teenager prevents Frieza® from destroying the Earth. This youth brings with him a startling revelation from the future. But unknown to him, there is another, more serious threat to the Earth — a threat so sinister that it makes the androids look insignificant in comparison.

Now you must face this new danger using the fighting powers of five Dragon Ball Z® Warriors: Gohan®, Piccolo™, Trunks®, Vegeta®, and Goku®.
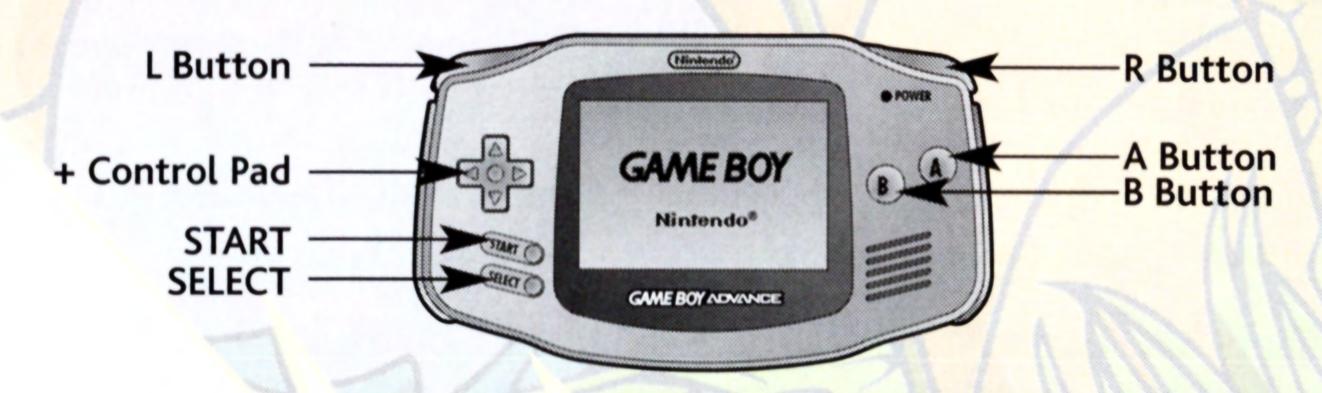
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GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.

2. Insert the *Dragon Ball Z®: The Legacy of Goku II*™ Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.

3. Switch the Game Boy Advance ON. The Start-up screen should appear. If the Start-up screen fails to appear, begin again at step 1.

4. Press **START** or the **A Button** to proceed to the Main Menu.

5. Use the **+ Control Pad** to highlight either Start or Options and press the **A Button** to confirm that option. Select Start to begin a new game or continue a saved game (see Saving and Loading on page 8). Select Options to adjust the sound and music volume controls, adjust the text speed, access the game's Help system and view the credits (see Options on page 8).

GAME CONTROLS

L Button

+ Control Pad

START
SELECT

R Button

A Button
B Button
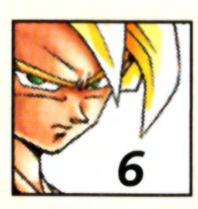
MENU NAVIGATION	
CONTROL	**ACTION**
+ Control Pad	Highlight menu selections or change to a new page of the folder being viewed
A Button	Confirm selection
B Button	Return to previous menu
L Button or R Button	Change to a new folder
START	Return to game

IN-GAME TEXT MODE CONTROLS	
CONTROL	**ACTION**
A Button	Advance Text — go to next dialog box
L Button or R Button	Change position of dialog box

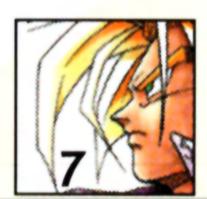| GAME CONTROLS	
CONTROL	ACTION
+ Control Pad	Walk
+ Control Pad (double tap)	Sprint
A Button	Melee Attack
B Button	Energy Attack
L Button	Cycle through Energy Attacks (when available)
R Button	Use Scouter — will go directly to Mini-Map section of Scouter
SELECT	Display Mini-Map on Scouter — will go directly to Scanning Mode of Scouter
START	Display Status Screen

Sleep Mode

If you wish to save battery life, but do not want to completely shut off your game, select Sleep Mode to turn off the Game Boy Advance screen. To return from Sleep Mode, press the **L Button**, the **R Button**, and **SELECT** simultaneously.

SAVING AND LOADING

You can save up to three games on your *Dragon Ball Z®: The Legacy of Goku II*™ Game Pak. Start a new game by selecting Start from the Main Menu and then selecting one of the three New Game slots.

To save your progress, you must find a Save Point in the game and press the **A Button**.

To load a game, select Start from the Main Menu and then select the game that you wish to load.

Deleting a Saved Game

To delete a saved game, use the **+ Control Pad** to highlight the game you wish to delete at the Select Game screen. Press the **R Button** to change the Select Game screen to the Delete Game screen. Press the **A Button** to select the game. A confirmation window will appear. Press the **A Button** again to delete the game, or press the **B Button** to cancel. Press the **L Button** to change the Delete Game screen back to the Select Game screen.
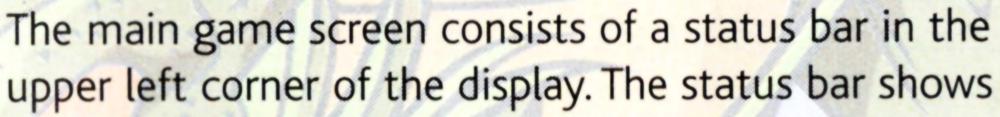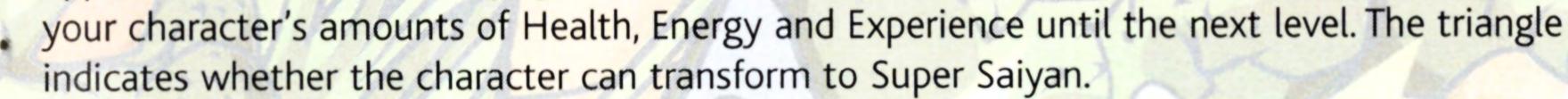
OPTIONS

The Options Menu consists of three slider bars for adjusting the Text Speed, Sound FX volume and Music volume. Highlight an option by pressing the **+ Control Pad** ▲ or ▲, and adjust the option by pressing the **+ Control Pad** ◀ or ▶. Select Credits at the Options Menu to view the game's credits.

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GAME SCREEN

After the Trunks® prologue, you start the game as Gohan®, and as you advance through the game, you will also be able to take on the role of Piccolo™, Vegeta®, Trunks®, and Goku®. You can switch between characters at Save/Character Change Circles (see page 10).

EAST DISTRICT 439

The main game screen consists of a status bar in the upper left corner of the display. The status bar shows your character's amounts of Health, Energy and Experience until the next level. The triangle indicates whether the character can transform to Super Saiyan.
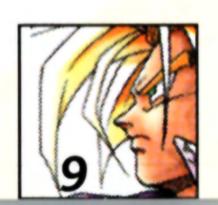
Your character earns experience, indicated by the Experience gauge, by winning battles. When the Experience gauge fills up, your character gains a level, and the gauge empties. With each new level, your character's Health, Energy and Attributes increase.

To talk to a character in the game, walk up next to them, face them, and press the **A Button**. Press the **A Button** again to advance to the next text window.

Also press the **A Button** to pick up objects and open certain doors and objects.

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THE WORLD

Flight Circles

When used, the character will fly to a Flight Circle in a new location. This location can be on the same screen or on a completely new screen.

Save Points

Save/Character Change Circles are the only places in the game where you can save your progress. When you load a game, your character will appear in the last Save Points you used.

Character Barriers

Character Barriers are gates that only a specific character can open and pass through. Each Character Barrier has a level number associated with it, ranging between 1 and 50. So, a Vegeta® Character Barrier with a level number of 40 can only be accessed by a level 40 (or higher) Vegeta®.

Obstacles

Obstacles are destructible objects, such as boulders, that are placed throughout areas of the game and sometimes provide health and energy power-ups when destroyed. You can destroy obstacles using melee attacks or energy attacks.

World Map Signs

Press the **A Button** while standing before a World Map sign to enter World Map Mode. Use the **+ Control Pad** to fly to any areas that you have unlocked and then press the **A Button** to land at the World Map sign for that area. (When appropriate, the area that you need to visit in your current main quest will be indicated by a star.)
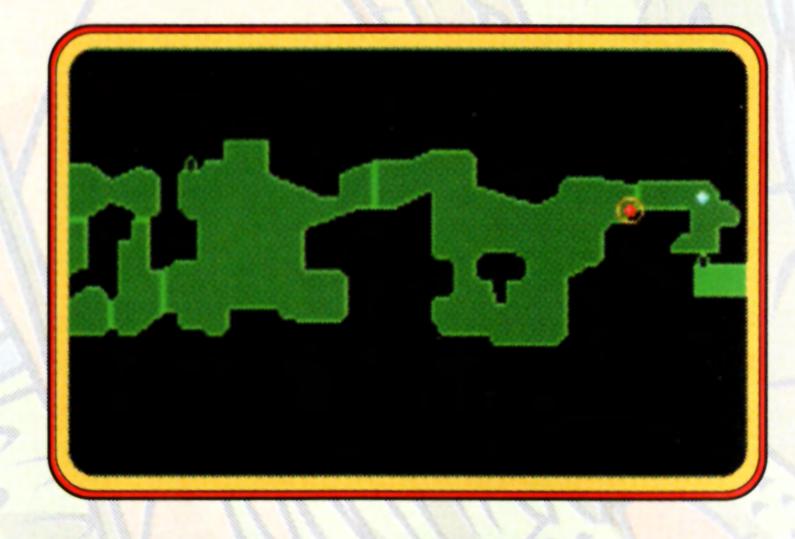
Mini-Map Mode

Press the **R Button** while playing to switch to Mini-Map Mode and to display a map representation of the current area. Above, below, and to either side of the map are arrows that point off screen. Use the **+ Control Pad** to scroll the map.

The Mini-Map is composed of a series of shapes representing different areas in the current zone. Your character is represented by a flashing dot. Icons for World Map signs, Save Points, Flight Circles and Character Barriers are also displayed only areas that have been explored will appear on the Mini-Map.

You can upgrade your Scouter (see page 15) at some point in the game and it will show some unexplored areas. Once you obtain the Dragon Ball® Radar from Bulma™, the Dragon Balls will also appear on the map.

CHARACTER STATUS

Status Screen

Press **START** while playing to bring up the Status Screen. The Status Screen displays your current character's status, including current/total Hit Points (HP), current/total Energy Points (EP), and current Strength (STR), Power (POW) and Endurance (END).

Strength determines the power of your character's melee attacks. Power determines the damage your character can inflict using energy attacks. Endurance determines how much damage your character takes from an enemy attack. You will find various capsules throughout the game that will enable you to raise these abilities.

Under the character portrait is the current number of experience points (EXP), as well as the number of points your character needs to reach the next level (NEXT). Press the **+ Control Pad** ◀ or ▶ to scroll through the available characters.

Press the **L Button** to display the Journal and press the **R Button** to display your Inventory. Press the **B Button** to close the Status screen.

Journal

While the Status screen is open, press the **L Button** to display the Journal, which contains current and completed quests. When you first open the Journal, it displays the Quests window, which lists the quests that your character has not yet completed. A gold star will appear next to the quest that you need to complete in order to move forward in the main narrative.

Press the **+ Control Pad** ▲ and ▼ to scroll through the list of quests. Once you have completed a quest, it will be removed from the Quests section and that quest will be moved to the Finished section. Press the **+ Control Pad** ▶ to display your finished quests. Press the **B Button** to close the Journal.

Inventory

While the Status screen is open, press the **R Button** to display your inventory. The Items screen lists your currently held items. Press the **+ Control Pad** ▲ and ▼ to scroll through the list. To the right of the list is a large image of the currently selected item, along with a description of that item.

To use an inventory item, select it by pressing the **A Button**. A pop-up window will appear that asks, "Do you wish to use this item?" Press the **A Button** again to use the item, or press the **B Button** to cancel.

Press the **B Button** to close the Items screen.

Scouter

Once you have completed the quest given by Bulma, the Scouter will be added to your inventory. To activate the Scouter, press the **R Button** to enter Mini-Map Mode, or press **SELECT** to enter Scanning Mode. Scanning Mode will allow you to gather information on other characters and enemies. You can access this information later at Capsule Corporation.

COMBAT

Combat is divided into melee attacks and energy attacks. When a character is hit, he will turn red momentarily and a number representing the damage done will rise above his head.
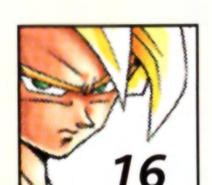
Melee Attack

Melee attack range is limited to a short distance in front of your character and requires direct contact between your character and the enemy. The basic melee attack — punching or kicking your enemy — is done by tapping the **A Button** Melee attacks push the enemy backward when contact is made.

Energy Attack

Energy attacks let you battle from a distance, but also drain energy from your character's energy supply. The power of your character's energy attack increases as his Power attribute increases.

Tap the **B Button** to fire a basic energy blast. The basic energy blast is exactly the same for all characters — each tap uses a specific amount of energy and the energy blast travels until it hits an obstruction.

Special Melee Attack

A character receives a special melee attack after training with Master Roshi. You will be directed when to do this in the game.

Press and hold the **A Button** to launch a special melee attack, which causes more damage than a normal melee attack. "Charging up" the special melee attack takes time, and the amount depends on which character you are using. You must fully charge your special melee attack in order to use it. If your character is hit by an enemy while charging the special melee attack, then the attack will not work.

While you are charging up your special melee attack, your character will begin to flash white. When the attack is fully charged, release the **A Button** to launch the attack. Once you have begun charging your special melee attack, your character will not be able to move until the attack is released.

Special Energy Attack

Each character gains two special energy attacks at specific points during the game. Each special energy attack is slightly different. Press the **L Button** to cycle between all of your character's energy attacks, including special energy attacks.

Note: See Character Information on pages 19-23 for more details about special melee attacks and special energy attacks.

Critical Hits

There will always be a chance that your character will land a critical hit when doing a basic melee attack. This chance will rise slightly as the player's Strength attribute increases. A critical hit will do twice as much damage as a normal melee attack.
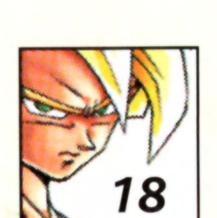
Super Saiyan Mode

Each character will eventually gain the ability to enter Super Saiyan Mode (Piccolo™ transforms into a super Namek). During Super Saiyan Mode, the character will gain a significant boost to stats and speed. Once a character has the ability to transform to Super Saiyan form, a Super Saiyan option will become permanently available in the Energy Attack list. However, you can use the Super Saiyan option only if the small triangle to the left of the health and energy meters is filled with yellow.

To transform to Super Saiyan, press the **L Button** to select Super Saiyan Mode from the Energy Attack list, and then press the **B Button** to activate it. During the Super Saiyan charge process, the character will be vulnerable to attack, so be careful when you use it.

As a Super Saiyan, your character's energy will slowly drain away. When the character has no energy left, he will revert back to his original form.
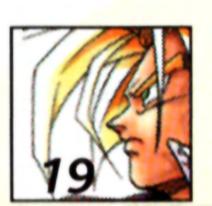
CHARACTER INFORMATION

Gohan®

Special Melee Attack – Super Kick: Gohan® performs a Super Kick, which does more damage than a normal melee attack.

First Special Energy Attack – Masenko Ha: Gohan® forms a ball of energy in his hand and hurls it. The Masenko Ha acts like a grenade, in that it only does damage once it reaches the end of its trajectory. Charging the attack longer will increase the range and power of the throw. When the Masenko Ha hits the ground, it will produce damage in a small radius around the impact.

Second Special Energy Attack – Kamehameha: The Kamehameha is a powerful beam of energy concentrated on one opponent. The beam can be sustained by pressing and holding the **B Button**.
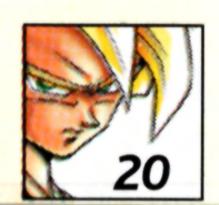
Note: Press the **L Button** to cycle through the various energy attacks.
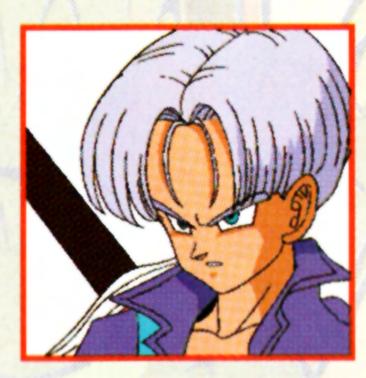
Piccolo™

Unique Characteristic: Piccolo's "Super" mode is actually a Super Namek mode, which he can attain after merging with Kami™. Piccolo's stats will not rise as much as the stats of other characters in their "Super" modes, but he will regenerate health.

Special Melee Attack – Spin Punch: Piccolo™ will perform a 360-degree spin, which hits opponents in direct contact all around him.

First Special Energy Attack – Special Beam Cannon: This incredibly fast beam moves through enemies, but it is stopped by the environment. The beam will fire in one continuous stream while you hold down the **B Button**. The attack will stop when you release the **B Button** or run out of energy.

Second Special Energy Attack – Scatter Shot: Several Energy Blasts are emitted in a fan-like pattern that emanates from Piccolo™ and spreads out as it travels. Charging the Scatter Shot will increase the range. The Scatter Shot is stopped by obstructions.
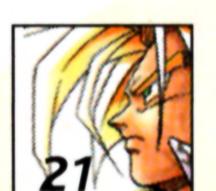
Note: Press the **L Button** to cycle through the various energy attacks.

Trunks®

Special Melee Attack – Sword Slash: Trunks® will perform a mighty Sword Slash attack that does a significant amount of melee damage.

First Special Energy Attack – Burning Attack: This energy attack will stun any enemy that it hits.

Second Special Energy Attack – Sword Blast: Press the **B Button** to swing Trunks' sword for melee damage, and also emit a damaging wave of energy. The energy wave will stop when it hits any obstruction.

Note: Press the **L Button** to cycle through the various energy attacks.

Vegeta®

Special Melee Attack – Two-Handed Smash: Vegeta® clasps his hands, pulls his arms over and behind his head, and holds that position until you release the **A Button**. He then brings his hands down with a huge amount of force.

First Special Energy Attack – Big Bang Attack: Vegeta® will charge up a devastating blast of energy while you hold down the **B Button**. When you release the **B Button**, Vegeta® will release the blast, doing a significant amount of damage in a wide radius.

Second Special Energy Attack – Energy Punch: Press the **B Button** to make Vegeta® perform a seemingly normal melee attack, except that his melee attack is charged with energy and therefore does more damage. Each time you press the **B Button** to perform this attack, a small amount of energy is used.

Note: Press the **L Button** to cycle through the various energy attacks.

Goku®

Special Melee Attack – Flurry Punch: Goku® executes a rapid succession of hits that stun the enemy. The enemy will not be pushed backward until the flurry is complete.

First Special Energy Attack – Kamehameha: The Kamehameha is a powerful beam of energy concentrated on one opponent. You can sustain the beam by holding down the **B Button**.

Second Special Energy Attack – Spirit Bomb: Press and hold the **B Button** and Goku® will raise his hand and a ball of energy will begin to form above his palm. The longer you hold the **B Button**, the larger the Spirit Bomb will become. Release the **B Button** to make Goku® throw the ball in the direction he is facing. The Spirit Bomb is slow moving, but when it makes contact with anything, it produces an extremely large explosion. This blast does a significant amount of damage to anything within the blast radius and stuns every enemy on the screen.

Note: Press the **L Button** to cycle through the various energy attacks.

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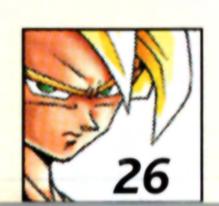Kids, check with your parent or guardian before visiting any web site.

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www.dragonballz.com

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http://www.ina-support.com

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Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Parental Consent Forms are available at the web site listed above.

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For phone assistance, call Infogrames, Inc. **Tech Support** at **(425) 951-7110**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product will have automated support which will include information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support Access Number** when prompted to do so.

This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support Access Number is 22699**. When prompted by the Automated System, enter the product's Tech Support Access Number.

Live support is generally available Monday through Friday, 8:00 a.m. until 6:00 p.m. (Pacific Time). **Note:** We may be closed on major holidays.

You may also fax your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

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In the event our technicians at **(425) 951-7110** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA#:

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